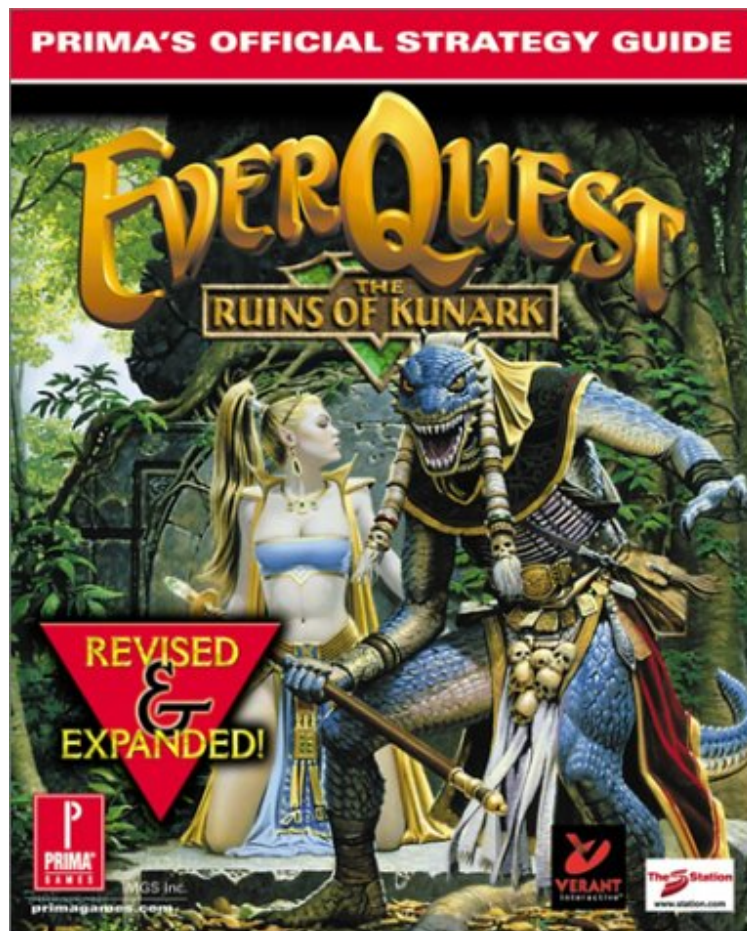


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54 of 54 people found the following review helpful. Not perfect, but very helpfulBy Beau YarbroughFirst off, yes, it's not 100 percent accurate. Everquest is a BIG game and it's constantly being tweaked and updated. But this guide is extremely accurate, well-organized, and full of more useful information than any EQ Web site I've visited (and that's been plenty).That's the biggest selling point for the book: It's nothing if not comprehensive. The guide includes:* EQ Jargon dictionary -- Read it, otherwise entries on why "training an NPC" is bad will just be mystifying.* The explanation of the "play nice" policies. -- Kill-stealing elves, and you know who you are, please read this already*

Information on what the in-game GMs can do* Character naming policy -- The guy loudly outraged the other day that dirty rotten Verant made him change his name from "Buttpick" should have read this* Commands* Emotes -- And it also includes which are animated, since those are the best kind ...* A list of Web sites sorted by category* Information on how to creat a character, including what the abilities mean, racial tensions in the game and class modifiers* More detail than most people will ever need on Norrath's pantheon of gods* Several pages on each of the classes, including gameplay and roleplay suggestions, whether or not they're suitable for group or solo play and suggested races for each* A similar write-up for each race, not sparing, say, humans; they're a bad gaming choice in most cases, sorry.* Write-ups of the in-game skills, including information on trade skills (what sort of stuff a tailor can make, and what it requires, and comparable information for the other skills)* A long section of general advice on the game, including how to make hot keys and macros, what server to choose (although this advice seems a little naive, as most people will dive right in when they install the game), group play, general tactics and etiquette* A guide to Norrath, continent by continent, with accurate, but not super-detailed maps of the starting cities (so you can, say, find the bard's guild, but you won't know where to find an individual bard in the city without actually looking for him or her), a list of the various political factions in the game (aka Why Do Those Guys Keep Killing Me For Walking Down the Street?) and a general overview of what can be found on each continent. (Want to see unicorns? This will tell you where to look for them, and warn you that you probably won't make it back alive ...)* A section on items in the game, although here it's a little politically correct about some elements of the game (bows and arrows are very, even unreasonably expensive in the game, making, say, elvish archers something of a rarity in my experience)* An encyclopedia of several dozen creatures of Norrath. The information here isn't extremely detailed, but you can, at a glance, know whether or not you should bother hunting minotaurs when you start. (The answer, of course, is no.) This information isn't critical in the game, at last for people who've learned to hit the letter C when selecting a monster and thus sizing it up. Of course, a lot of new players don't seem to do that ...* Finally, there's the spell listings, which include all the spells and bard songs in alphabetical order and more detailed information on the ones level 24 and under, including what category of spell it is, mana cost, estimated damage (if appropriate) and a very general description of effects.All in all, a very solid tome of information, fat with useful information that players will find themselves using over and over again. (Just where IS that stupid bard's guild in Kelethin?)I also applaud Prima for making it a non-spoiler guide. Starting cities are mapped, general information about the continents are given, and spells up to level 24 are fully detailed. Beyond that, information gets very sketchy (although all the spells in the game at the time of publishing are included). And you know, that's good. EQ isn't a videogame to be solved. It's one to be experienced. And if you have a guide book open in your lap while playing, guiding you through it, you'll miss what's great about the game.And a final note: I own a number of Prima guides, and this one has the best dollar-per-pages ratio of any of them. I suspect they could have gouged consumers at least \$\$ more without them noticing (I certainly wouldn't have), and I thank them for not sticking it to the poor EQ-addicted masses.0 of 0 people found the following review helpful. Comprehensive guide to Old School EQBy J. WilliamsEQ is a much different game on the Mac than it is on the PC. I play the Mac version and this book is actually still helpful for getting started in the game. My 11-year-old son just started playing EQMac and he reads about the different zones and characters and NPC's in this book a lot. He's actually got a lot of knowledge out of it and its given him ideas for new zones to visit as well. If you are playing the PC version of Everquest this book might be past its prime. For those of us living in the EQMac world however, there is still a lot of life within its pages.1 of 1 people found the following review helpful. Useful if you have a custom shard to play on.By gloine36This is a useful book if you play on a custom emulator shard. It is not that good for the actual live version of the game. It was nice in its day, but thirteen years later, the game has advanced far beyond this book. Again, great for some custom shards.

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